



CODEX: ELDAR FAQ

Errata

Page 35 – Intercept.

The last sentence should be changed to:

In assaults, they never require worse than 4+ to hit **vehicles that do not have a WS.**

Page 45 – Vibro Cannon.

The third sentence should be changed to:

If any of the vibro cannons hit, draw a single 36" **straight** line from one vibro cannon in any direction.

Page 47 – Wraithsight.

The last sentence should be changed to:

Inactive models may not move, shoot, assault, attack in close combat **or make sweeping advances**, and are hit automatically in close combat.

Page 65 – Warp Spiders, Wargear.

The Wargear entry should be changed to:

Wargear: Death spinner, **warp jump generator.**

Page 65 – Swooping Hawks, Wargear.

The Wargear entry should be changed to:

Wargear: Lasblaster, plasma grenades, haywire grenades, Swooping Hawk **wings and** grenade packs.

FAQs

Q. If an Eldar unit finishes its fall back move within 12" of a friendly Avatar (or he moves within 12" of a unit that is falling back), does the unit immediately regroup?

A. Yes, the unit immediately regroups, just like a unit that is assaulted when falling back (this means that it ignores regrouping restrictions and it does not move the usual 3"). Also note that regrouping as described above is the only thing that the unit can do in that phase.

Q. Is the Avatar immune to wounds caused by incinerators, inferno cannons and inferno pistols?

A. Yes, as they are all either melta or flame weapons under different names.

Q. How do the Runes of Witnessing in one Eldar army work against the Runes of Warding in another army?

A. Proceed as follows: when the Farseer attempts to use a psychic power, roll 3D6. Consider the two lowest results for the purposes of passing the test (ignoring the highest result). Then, if the total of the 3D6 was 12 or more, the Farseer suffers a Perils of the Warp attack (do not do this if the Farseer has already suffered such an attack because of the lowest two results being a double 1 or double 6).

Q. How do the Runes of Witnessing work when facing a Hive Tyrant with Shadow in the Warp?

A. The Runes neutralize the effect of the Shadow in the Warp for that Farseer, so the Farseer will take Psychic tests using 2D6, as normal.

Q. Which Eldar psychic powers are psychic shooting attacks?

A. Destructor, Eldritch Storm and Mind War (though they include a few exceptions to the normal shooting rules, as specified in their description).

Q. If an army has two Autarchs, does it get +2 to its Reserve rolls?

A. The player may choose each turn whether to add +1, +2 or no bonus to his reserve rolls.

Q. How are multiple shots from the Exarch's Tempest Launcher resolved?

A. Resolve them as a multiple barrage.

Q. Can Skyleap be used to leave play in the same turn the unit deep strikes in?

A. Yes, but be careful with using this tactic too much, or you risk getting very little use out of your unit over six turns.

Q. If a Swooping Hawk unit is falling back when the turn begins, can it utilise Skyleap that turn?

A. No, it cannot. That unit must test to regroup before it can move, and the rules for regrouping are quite strict about what the unit can do that turn, whether it passes the test or fails it.

Q. Can a unit of Swooping Hawks use Skyleap if the unit contains an Autarch without wings?

A. The unit may only utilize Skyleap if the Autarch has

Wings. The Autarch must then remain with the unit and deep strike together with them (i.e. it cannot separate from the unit when it is placed back into reserve).

Q. *Can an Autarch without a jump generator join a unit of Warp Spiders with Surprise Assault in reserve, and then deep strike into play with them?*

A. An Autarch may only deep strike with a unit utilising Surprise Assault if he has a jump generator, otherwise the unit will have to move onto the table from the board edge.

Q. *Is an Autarch with a warp jump generator (who is not joined to a unit) that rolls doubles on his second jump automatically removed as a casualty?*

A. Yes – better to stick with a unit of Warp Spiders!

Q. *Can Guardians with a Heavy Weapon Platform embark on a transport vehicle?*

A. Yes, the platform does not take up any space in a transport vehicle.

Q. *Can either Heavy Weapon Platform crewman fire the weapon regardless of where they are in the unit?*

A. Yes, the position of the gun is immaterial. Either crewman may fire the weapon, not just the one within 2" of it.

Q. *Can a Fire Prism contribute its prism cannon to another Fire Prism that is more than 60" away?*

A. Yes, this form of support has no range limit.

Q. *Can a Fire Prism still contribute its prism cannon even if the cannon is destroyed or the vehicle is Stunned or Shaken?*

A. No, the model must voluntarily give up its chance to fire the prism cannon in order to contribute.

Q. *Can a Fire Prism that contributes its prism cannon still fire its other weapons at an enemy target?*

A. Yes, but when firing, the player must also declare to which other Fire Prism they are contributing their beam to.

Q. *Can vibro cannons affect targets out of line of sight? Friendly units? Units locked in combat?*

A. Yes, they are rather indiscriminate weapons.

Q. *Does the Wave Serpent's energy field negate the +1 bonus to the penetration roll from the tank hunters universal special rule?*

A. As the tank hunters universal special rule does not alter the strength of the attack, the energy field has no effect on it.

Q. *When Eldrad Ulthuan's Divination is used to move a vehicle with an embarked unit onboard, does this count as having moved two units or just one?*

A. One. Embarked units do not count towards the Divination total.

Q. *Are Autarchs fleet of foot while equipped with a jump generator?*

A. Yes, unlike Warp Spiders.

Q. *Does Mind War allow cover saves?*

A. Yes, this could represent the target diving behind cover, out of sight of the Farseer and therefore breaking the deadly mind-lock.

Q. *The warp jump generator description says Warp Spiders may make an extra move 'instead of assaulting'. Does this mean that they can make their extra move during the Assault phase only if they are in a position where they could assault or can they do it anyway?*

A. This move can be made in any Assault phase during which the Warp Spiders are not assaulting or fighting in an assault.

Q. *Can a unit of Warp Spiders, which just entered by deep strike, move with their warp jump generator during the Assault phase?*

A. Yes, they can.

Q. *The Star Engines description says the vehicle may move an extra 12" 'in lieu of shooting'. Does this mean that they cannot make this extra move if they are unable to shoot for other reasons (such as being shaken). Also, when is this move executed – in the Movement or the Shooting phase?*

A. As long as the vehicle is allowed to move that turn, and does not shoot or embark/disembark troops, it may use its Star Engines. This means that it can use them when shaken, but not whilst stunned. This extra move of up to 12" is executed during the Shooting phase.

Q. *With Divination, does the redeployment of units take place before or after the free movement of units with the scout special rule?*

A. Before. It says 'after both sides have deployed' and the scouts move happens 'before the first player begins his first turn'.

Q. If you have Wraithguards embarked in a Wave Serpent, do they still have to make the Wraithsight roll? If yes, can a friendly psyker within 6" of the vehicle prevent them from making this roll?

A. Yes, and yes. However, if they fail their Wraithsight roll and the Wave Serpent is destroyed during that same player turn, all of the Wraithguards are destroyed as well.

Q. Do barrage weapons have to roll to spot a unit of Harlequins with Veil of Tears?

A. Yes, barrage weapons must still roll to spot them, and cannot fire if they fail to spot them.

Q. Do searchlights work on units of Harlequins with Veil of Tears?

A. No, they only work for night fighting.

Q. How does Veil of Tears work in a turn where the night fighting rules are in effect?

A. If a unit wishes to target the Harlequins, first roll for night fighting. If the roll is successful, then roll for Veil of Tears. Only if this second test is also successful, the unit can open fire.

Q. Does Veil of Tears work against weapons that do not pick a specific target. For example, if a vibro cannon is fired so that its line goes through a unit of Harlequins, do you hit them even if they are out of your spotting distance?

A. Yes, the Harlequins are not targeted specifically, so the Veil of Tears has no effect.

Q. As Phoenix Lords are not Exarchs, but independent characters, do their exarch powers (Shadowstrike, Skyleap, etc.) affect units other than Aspect Warriors?

A. Their powers only affects units of Aspect Warriors.

Q. If a Farseer joins a unit that includes a Warlock with the Embolden power, does he get to re-roll failed Psychic tests?

A. Yes – the presence of the Warlock obviously helps the Farseer to concentrate.

Thanks to Jon 'yakface' Regul and his FAQ ruling council